

Steel Wind Strike



You flourish the weapon used in the casting and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 6d10 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

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Casting Time: 1 action

Range: 30 feet

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

Conjuration